SET UP PROCEDURE

1. Make sure the power switch on your control deck is **OFF.**
2. Insert game cartridge.
3. Turn the power switch ON and the title page will come on.

IMPORTANT: If title page does not come on or it flashes, switch your control deck **OFF,** remove cartridge and go back to SET UP PROCEDURES STAGE 2.

PRECAUTIONS

This is a state-of-the-art game cartridge with very sensitive electronic components inside. Please use the following cautions:

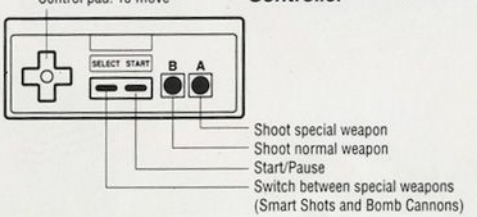
- Do not store in places that are very warm or very cold.
- Do not attempt to take it apart.
- Try not to either drop or hit the cartridge.
- Never insert fingers or metal objects into the open part of the cartridge. Also, do not attempt to clean with benzene, paint thinner, alcohol or other such solvents.
- Store the cartridge in its supplied case when not in use.
- Always make sure that your Game System is turned **OFF** when inserting or removing the Game Cartridge.
- If using an input device other than a Control Pad please read the appropriate instruction booklet prior to beginning this game for correct installation into your system.

OBJECT OF THE GAME/GAME DESCRIPTION

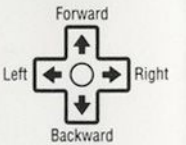
The year is 2525 and the planet Earth is in peril. Its destruction is imminent unless you stop an attacking force of evil alien space stations. Riding inside Vindicators, the most powerful battle tanks ever created, you must infiltrate each station and destroy its control centre. Scan every level of each station in search of fuel, battle stations, ammo (customise your tank) and keys to leave a level and enter the next - all the while repelling fierce counter attacks by enemy tanks, turrets, mines and flying saucers.

CONTROL FUNCTIONS

Vindicators is for one or two players. Plug your controller into Ports 1 and 2.



Control Pad
Moves your Tank



Your normal weapon is a regular shot. Your special weapons are Smart Shots and Bomb Cannons.

THE GAME

For one or two players, this exciting science-fiction game challenges you to wipe out 14 alien space stations with Vindicators, the battle tank of choice in the far-flung future. Start the game by customising your Vindicators. Once you've infiltrated a station, your mission is to locate and destroy its control centre. Enemy resistance is strong as every level of the multi-level station is equipped with turrets, mines and other booby traps. You must also defeat highly mobile enemy tanks and flying saucers that constantly patrol the aliens' fortifications.

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INSTRUCTIONS

Your fuel supply is very volatile. Constantly replenish your fuel supply by picking up fuel canisters at the many levels of each station. Pick up Battle Stars along the way which you can use to "buy" the following:

- **Tank speed and fuel:** You need both speed and fuel to stay alive.
- **Increased shot range:** Allows you to shoot an enemy from a greater distance.
- **Increased shot power:** Packs more wallop to your regular shots.
- **Increased shot speed:** So your regular shots can go faster.
- **Force Shields:** For greater protection so your tank can take more hits without being destroyed.
- **Smart Shots:** A special weapon that can track any type of enemy on the screen, except mines and electric towers.
- **Bomb Cannons:** A special weapon that's much more powerful than regular shots.

ENEMY ARMOURED VEHICLES

- **Aggressor:** This deadly tank tracks you and, once it locks on, follows you relentlessly.
- **Darter:** Tracks and approaches in a darting motion, then backs up and darts again.
- **Orbiter:** Tracks and circles around you in partial orbits, attacks, then circles once more in a random circular direction.
- **Hovercraft:** By far the most mobile and dangerous due to its fire power. Its behaviour is similar to the Aggressor, but it can hover.
- **Saucers:** Can only be destroyed with Smart Shots.

ENEMY BOSSES

- **Sentry Robot:** Easily defeated with bombs.
- **Skull Sentry:** Smart Shots are handy to stay out of its range but bombs are most effective.
- **GunGun:** Use a combination of bomb, shield, and shot power to defeat GunGun. Or find a spot that GunGun cannot hit you but which lets you shoot bombs. This second method takes longer since your bombs lose some effectiveness.
- **Mega-Brain:** Weaken first with smart shots. Then it can be defeated like GunGun, especially if you shoot at its eyeballs.

HINTS FOR GAME PLAY

- Force Shields reduce fuel loss.
- Pick up keys to leave one level and enter the next level of a space station.
- The control centre is also known as the Bonus Room. Pick up as many objects as possible before the clock runs down and the room blows up. If you don't exit in time, your fuel is cut in half.
- If you shoot the other player's tank, you'll transfer some of your fuel to him.
- Some alien forces can only be destroyed by using special weapons (Smart Shots and Bomb Cannons).
- Objects may be found under turrets.
- The amount of fuel per fuel tank varies according to difficulty level. The easy level gives you 6 fuel units, the medium, 5, and the hard, 4. The maximum you can amass is 40 fuel units.
- Purchase screen: Once Shot Power is maximised, it becomes Shot Speed. Smart Shots/Bomb Cannons are selectable at any time.
- For Enemy Bosses, weaken them first with Smart Shots, then attack as quickly as possible with bombs. Try storming Enemy Bosses with at least 20 shields, 20 to 30 bombs, and full shot power. By spreading the Smart Shots, you can maximise the effectiveness of the bombs.

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